

Rule 1.1

Community feedback

The communities complained about the **lack of precision of Rule 1.1**: “An account must always be played for its own benefit.”.

This rule was disabled for Path to Pandora gameworlds since they include a conquering system which made friendly conquering fine. However, removing this rule on Path to Pandora triggered many multi-accounts.

The usage of VPN, proxy, or TOR network to create multi-accounts was also a hot topic for the participants of the Legends on Tour 2019 Summit.

As part of our preparation for Legends on Tour 2019 Summit, the community management, customer service, and game design team met and discussed certain game situations punished by this rule.

It became clear to us that this rule was not adapted to a team game like Travian: Legends.

We would like to remove the second part of rule 1.1 and only keep the first sentence: “Each player may only own and play one account per game world.”

Discussion outcome

During the discussion with the participants of the Summit, a lot of controversies arose.

For some, **removing the second part of rule 1.1 would mean encouraging more multi-account behavior across the domains.**

To prevent this, we will **implement several changes via game design** which makes it less profitable to create multi-accounts in comparison to legit gameplay.

You will be able to read more about the changes to the pushing protection on the Game Design notes.

Regarding the use of VPN, proxy or TOR to organize a multi-account system to support the main account, the new Rule Enforcement team will monitor these suspicious cases closer.

However, as the Travian: Legends developers have mentioned, we are unable to completely block the use of those tools as it would have a **high impact on players in certain countries or mobile players who do not cheat.**